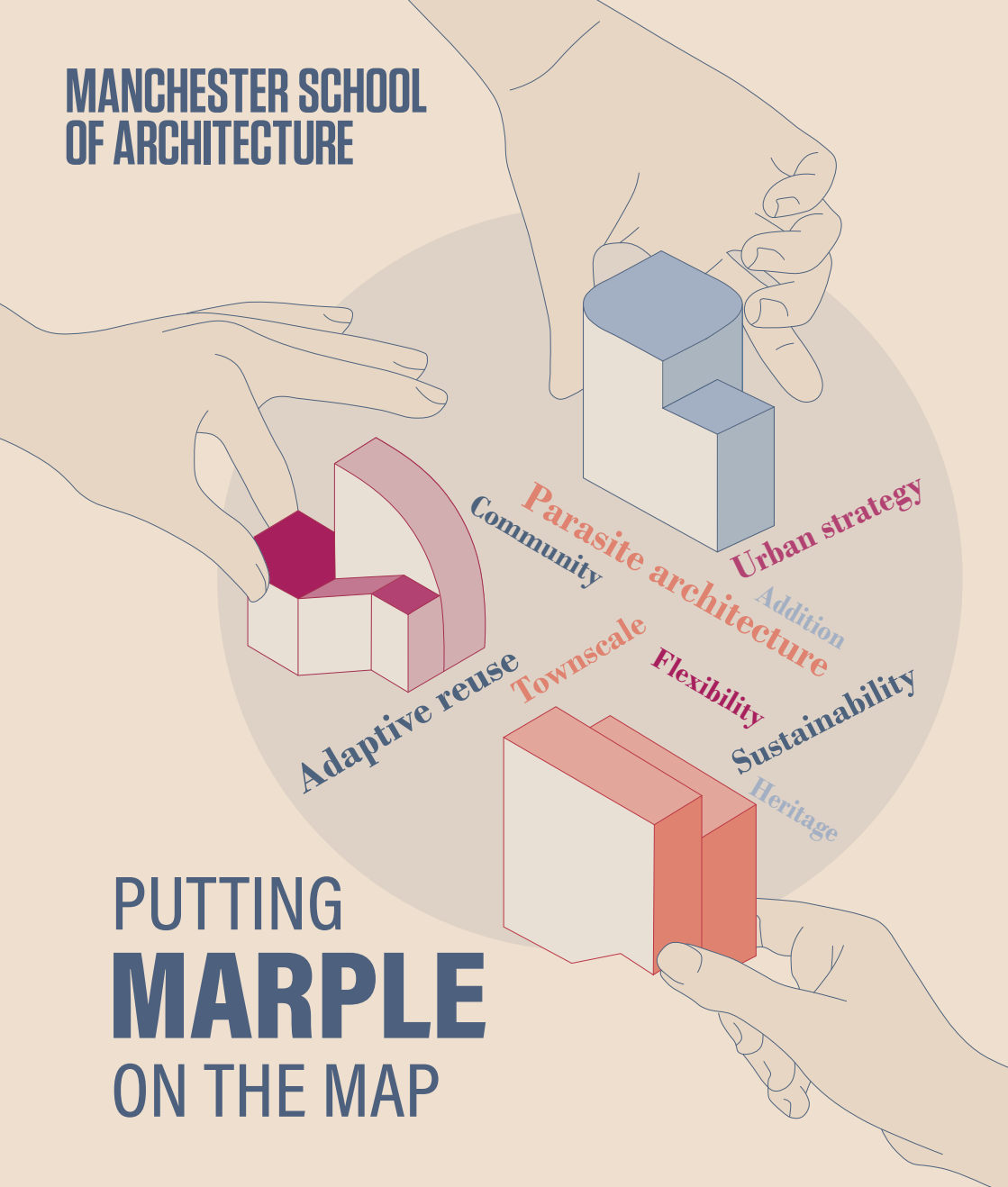


MANCHESTER SCHOOL OF ARCHITECTURE



PUTTING MARPLE ON THE MAP

Visit msa.ac.uk for more information



MSA LIVE 23

Team

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Partners

For our MSA Live project 'Putting Marple On The Map' we have partnered with Marple Civic Society, they are based in the town of Marple, within Stockport, Greater Manchester. We have worked closely with four of the members of the Society; Joe Jessop, Philip Mills, Andrew Moorhouse and Greg Pike. The society campaigns in its own right or with others on contentious issues and matters important to the people of Marple.

Marple Civic Society was first formed in 1961, a group of like-minded members who all had the same overarching goal, to ensure that Marple would be a 'good place to live, work and visit'. For many years they have focused on monitoring town planning matters, promoting heritage assets such as the canal and seeking to influence the development of the built environment of Marple. To date the Society have seen many achievements through their endeavours over the past 60 years, which have fundamentally helped preserve the town's heritage, enhance the local environment, and promote community engagement.

In recent years, Marple Civic Society have continued to evolve and adapt to the changing needs and challenges of the community. They actively engage in schemes related to environmental sustainability, supporting green initiatives, and encourage responsible development practices. One of the Society's current projects is an investigation of the 'Marple leisure and community hub' and with our help we aim to reimagine the space, providing material for the society to take forward to the Marple community to spark discussions around the future use of the leisure centre.

Agenda

Putting Marple On The Map

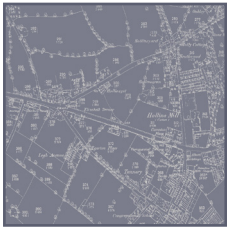
We are a student led team working closely with the Marple Civic Society to reimagine and revive Marple's Swimming Pool at an urban scale. As community is at the heart of the project, we will be delving into Marple's rich heritage and looking at techniques to translate and communicate architecture to non-architects. The main objective is to produce a site model of Marple for the collaborators to utilise at their summer exhibition.

Adaptive Reuse strategies is at the heart of this project to revive both Marple and the swimming baths. Adaptability and parasitic architecture encompass the main objectives students must embrace in the design in order to alter Marple's townscape. The project holds significant social impact as it aims to provide a scheme to revive a cherished community space, Marple's Swimming Pool. By reimagining this iconic building, we seek to provide a design concept for a multi-generational community spot for Marple's residents. Through our project, we aim to reconnect the community with their past and strengthen the social fabric of Marple. The collaboration with Marple Civic Society ensures that the project aligns with the community's aspirations.

To engage the students with the project, we have decided to kick start the first day by making a visit to Marple. This will allow the students to have a better understanding of the whole site and have a chat with our collaborators. We will also be conducting a workshop on visual presentation skills and digital modelling. By doing so, it will help the students to be able to translate their ideas better.

One of the main outputs we intend to provide from the action weeks is a 1:200 site model of the re-imagined Swimming pool that will be utilised by our collaborators at a summer exhibition in the Town. The exhibition will be a chance for the local community to gather and engage in conversations around the potential of a new community centred narrative for the pool. The physical model will be designed and assembled by our team and provides a chance for the undergraduate students to engage in different computer software's while designing the model and explore the University of Manchester's B.15 model making workshop.

WELCOME TO MAPLE



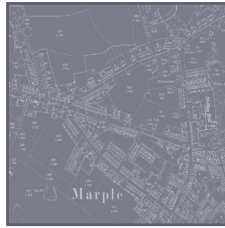
Marple was a very small town with a vast amount of green space throughout. Very little buildings are present other than small houses for the villagers who may have worked on the canal before it fell into ruin.

1870S



Quite a drastic change was seen between 1870 and 1890, many houses were constructed for the workers in the 'Cotton Industry' period. Still a large amount of green space present but more towards the outskirts of the town.

1890S

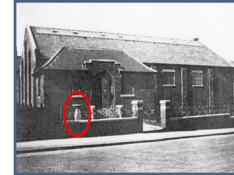


Many terraced houses were added in a 10 year span, mostly focused on the sides of the main roads within the area meaning the surrounding green space was still present.

1900S

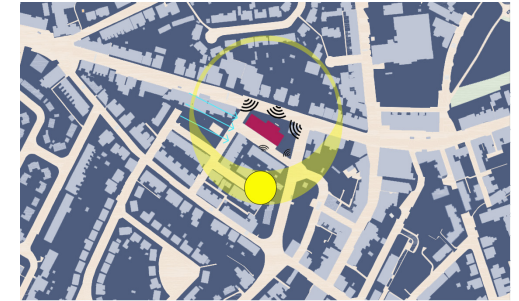
WELCOME TO MAPLE BATHS

Originally the plan was to create a local bath house for the community as it was very common for the houses to not have bathrooms. This idea, although a great aid for the community, would pose some health concerns so she went ahead with the idea of a swimming pool as it could be visited by people from the wider community. The building cost £8,000 to build and it became a place that the whole community enjoyed. The building went through several renovations but the original shell remains. The pool was not just used by the residents of Marple, people from a much wider community visited, many schools had lessons there as well. In winter, the pool had a new purpose, it was boarded over to create a great place for large events such as dances. They also created a stage to allow for live music to be incorporated into the scheme.



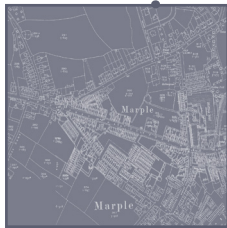
The building was opened in 1931 by Mrs Mary Macnair, she donated the building in memory of her husband, giving Marple a permanent reminder of her husband.

1931



MICRO Site Analysis

1930S



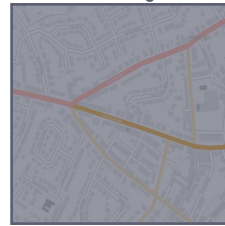
Not much development happened to the town in the early 1900s which is surprising considering the change in recent years but this could be due to start of World War II.

1970S



By the 1970s, the green space that was one present in the town had almost disappeared. Rows of housing had been constructed for the evergrowing population of the prospering town. The park seems to be the only remaining pure green space within the area.

2000S

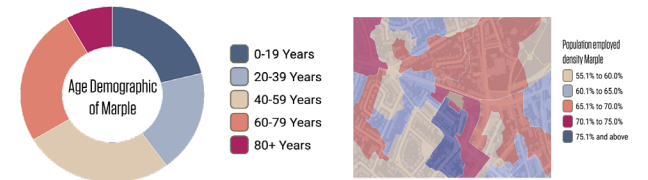


The town continues to modernise the buildings that once stood, repurposing old houses, turning them into shops and cafes.

2003

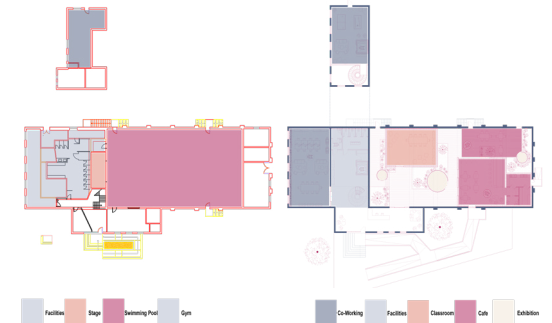


The pool eventually had to close in 2010 mainly due to problems with the filtration system. In order to regenerate the building to a working standard it would have cost £2.7 million which was a large cost that the council couldn't justify so the pool has never reopened.



The majority of people living in Marple are over 40 years of age. Having a Café, game room and exhibition space attracts younger people outside of Marple as it continue to develop, which was part of the clients requirements.

There are a high number of people in Marple who are employed hence having a coworking spaces within the building would be beneficial to the entire community of Marple.



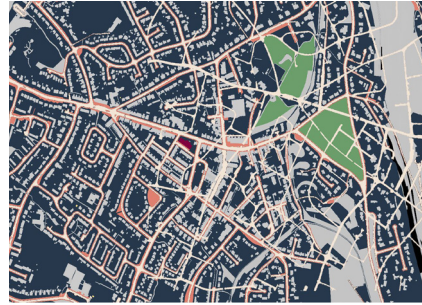
Proposed design intervention onto Marple Baths

GET TO KNOW MAPLE

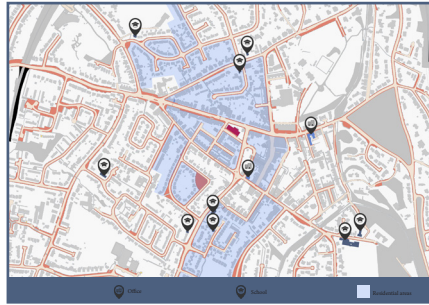
MACRO Site Analysis

The prominent surrounding land uses around the site are large residential areas, schools and offices. The residential areas suggest a high foot flow around the site whereby the schools and offices suggest a high traffic flow considering the site is on a main road. In addition to this, mornings and evenings will be busy as people commute to and from schools or work hence specific schedules should be used for the building.

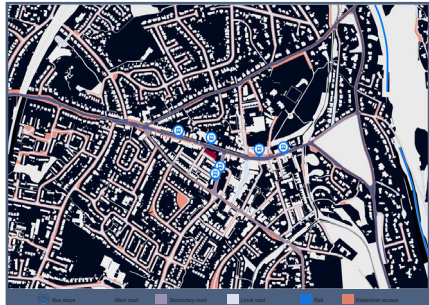
Surrounding the site are large green areas however they are distant and aren't easily accessible by everyone without the need for transport. Hence the design will house a variety of trees and plants which aim to provide an external experience and promote environmental awareness.



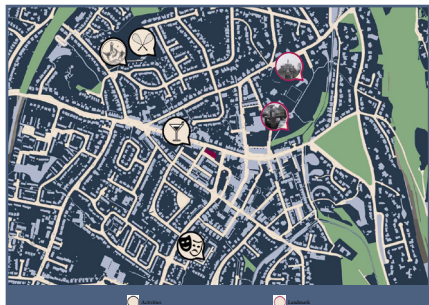
Green spaces in Marple



Existing developments in Marple



Public transports in Marple



Attractions in Marple

The site is located on a main road surrounded by bus stops. This provides easy accessibility to the site using cars, public transport or walking. However, the location of the site means there will be high levels of noise and air pollution.

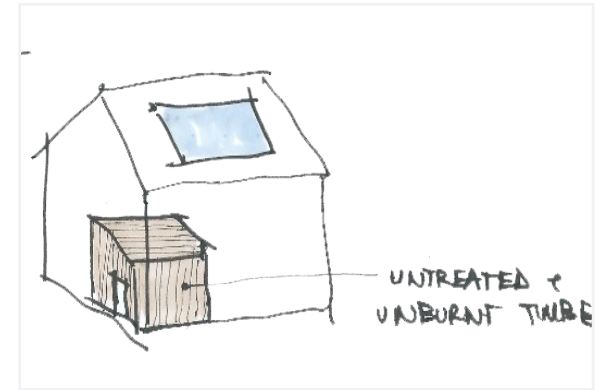
Among the Landmarks in the area, Marple is also populated with several entertainment hotspots ranging from the Carver Theatre, Marple Sports Club and Marple Squash Club, realizing this we decided as a group for our proposal to focus on entertainment by designing a Gallery. This will add more value to the area bringing people from outside the area as well as the local community together.

CONCEPT 1

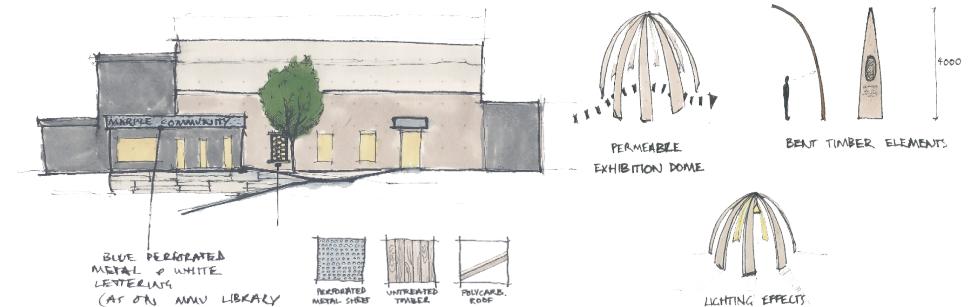
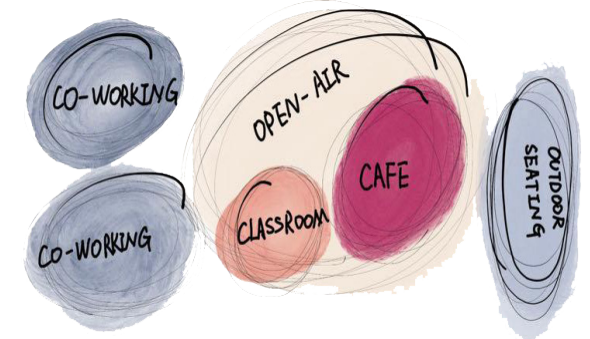
After speaking to members of the community it became apparent that a shared space accessible to all would be a valuable addition to Marple town centre.

To accomplish this on a limited budget we decided to approach this project by retaining all structural elements and adding smaller insulated volumes into an unheated space. This in turn allowed us to preserve the history of the building that the town is so fond of and ensure sustainable use of the facility.

There would be three main spaces in the building, a café and classroom in the original swimming hall and a co-working space in the 1960s addition. These are separated by a shared service area housing storage, toilets, and a lift core. Rearranging the access to flow through newly planted green spaces which surprisingly continues inside the pool hall with the addition of planters placed in the disused pool.



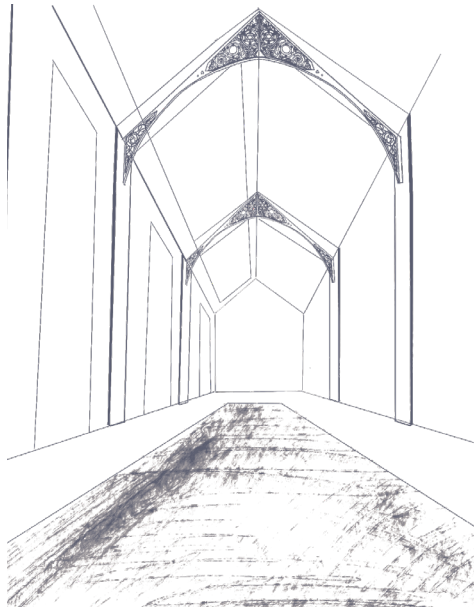
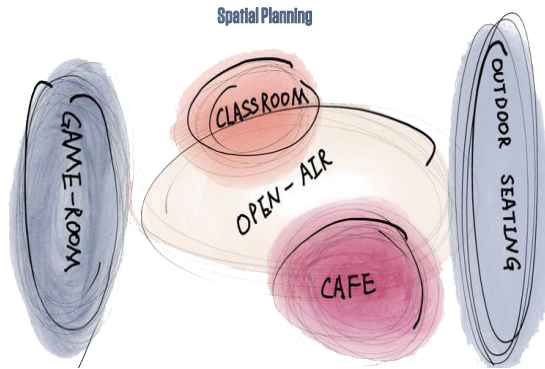
Spatial Planning



CONCEPT 2

After the initial observation of the site. The decision of keeping the 1930s built original building was taken with minimal changes to its structure. The concept originated from maximising the sunlight in the building and the decision of installing a skylight above the pool was adopted.

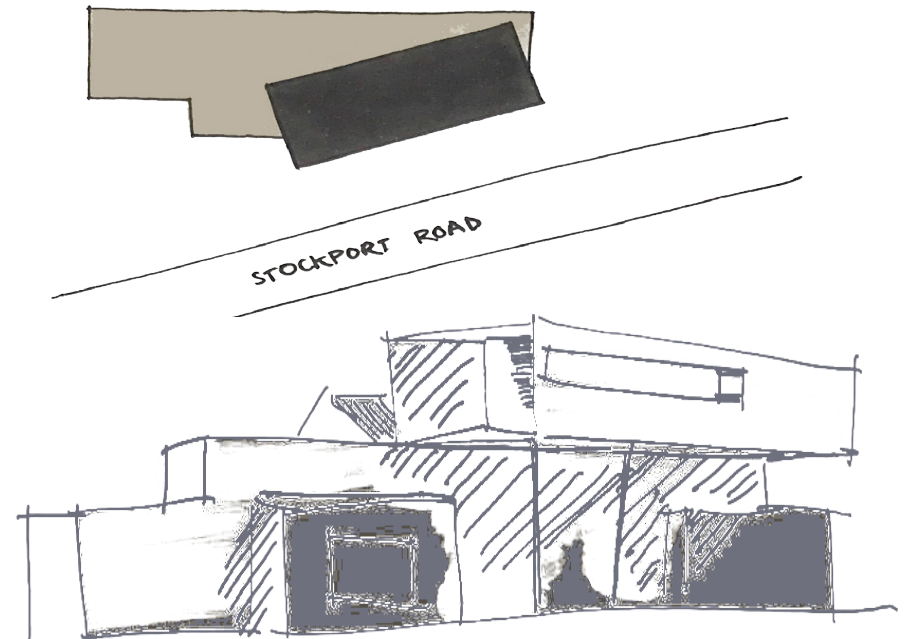
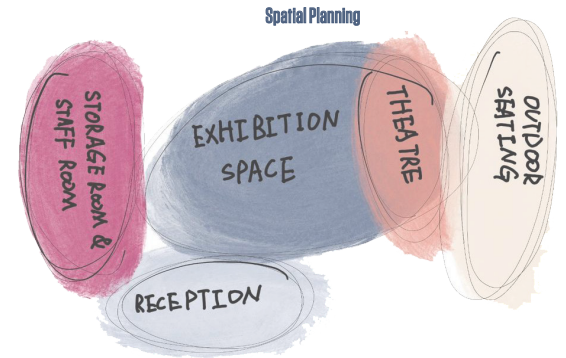
Taking into account the history of Marple, we introduced some intricately Victorian-styled arches on the pool cover. In addition, we replanned the changing room area attached to the poolside with a modern finish. Furthermore, the decision of adding a game room which includes board games ranging from the pool, chess, carom, etc. The complete design revolves around the idea of inclusivity of the elderly as well as the young population of Marple.



CONCEPT 3

The site is located in the center of Marple. It is a good location to build an art gallery since there is no other art gallery in the town and having an art gallery could be helpful for the residents living in the town. The main entrance of the existing building is facing Stockport Road like most other buildings on this road, but the main structure of the building has a different orientation.

We believe this can be an opportunity to design a landmark art gallery. Our design is to build a suspended block above the original building and rotate the block to parallel Stockport Road. The block will serve as a café, using soft and warm yellow light we can create a cozy environment for the customers and pedestrians walking on Stockport Road. Adding a theatre into the exhibition area can provide more possibilities for artists and also can provide a space for students in nearby schools to hold some events.

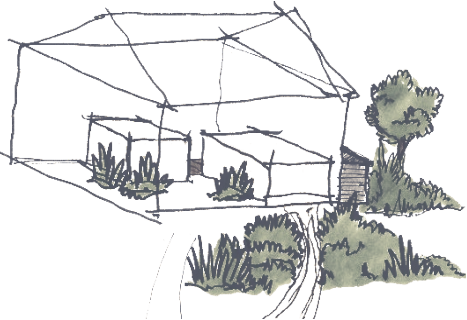
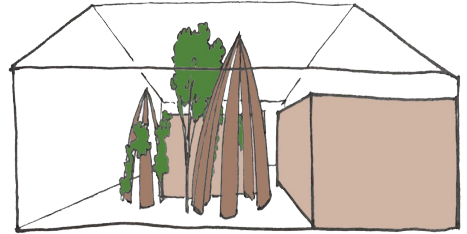
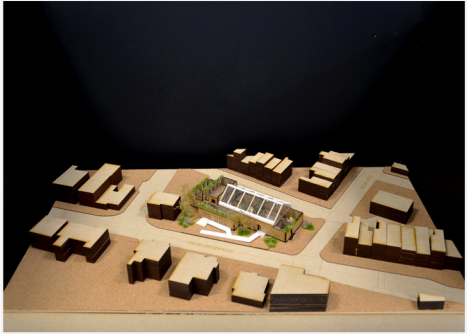
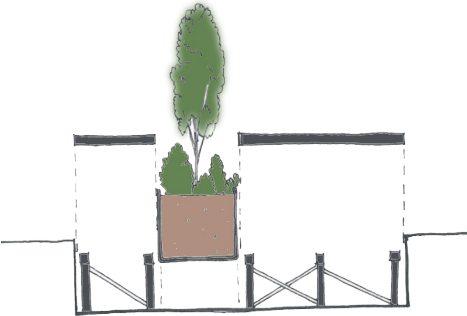
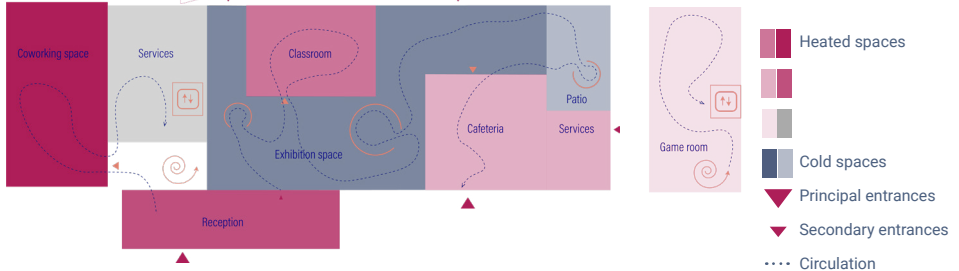
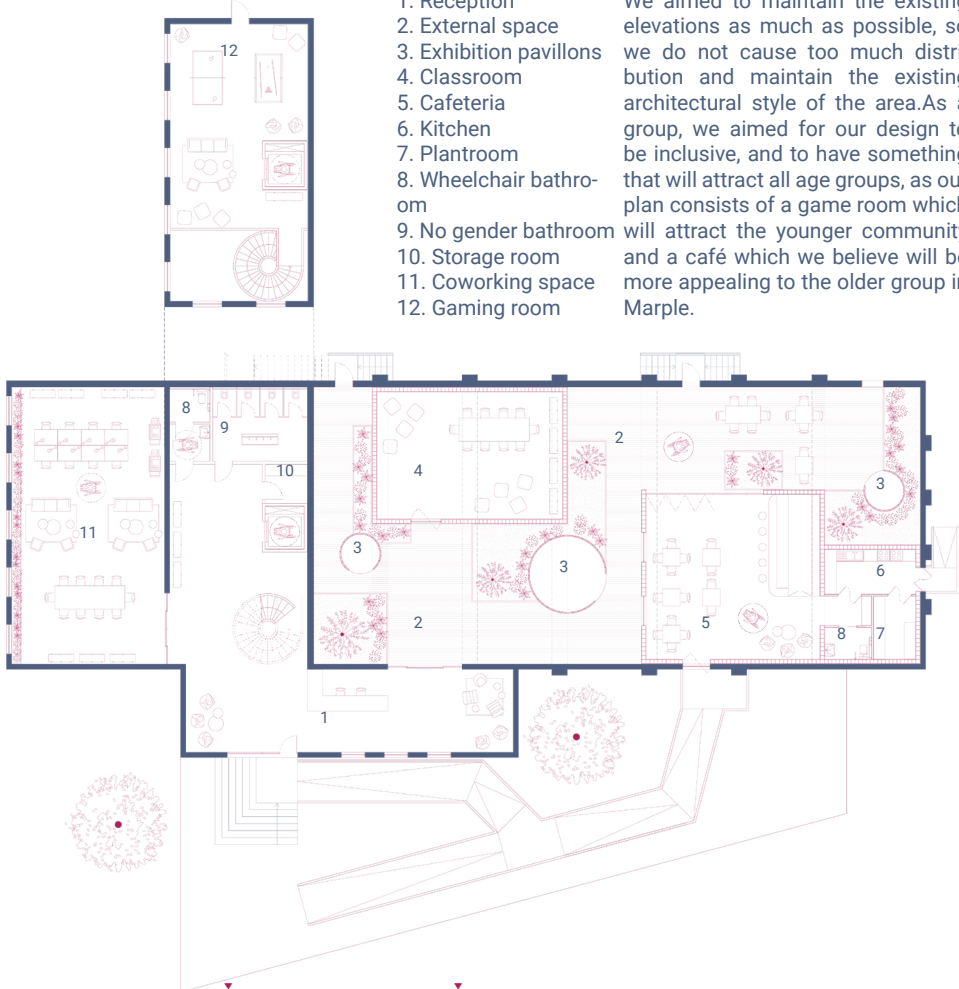


FINAL COMBINED DESIGN

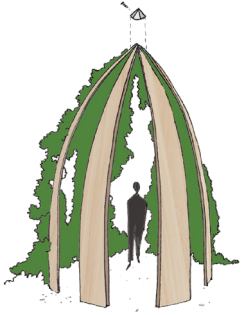
Ground Floor and First Floor

1. Reception
2. External space
3. Exhibition pavillons
4. Classroom
5. Cafeteria
6. Kitchen
7. Plantroom
8. Wheelchair bathroom
9. No gender bathroom
10. Storage room
11. Coworking space
12. Gaming room

We aimed to maintain the existing elevations as much as possible, so we do not cause too much distribution and maintain the existing architectural style of the area. As a group, we aimed for our design to be inclusive, and to have something that will attract all age groups, as our plan consists of a game room which will attract the younger community and a café which we believe will be more appealing to the older group in Marple.



LETS VISUALIZE THE DESIGN



Exhibition Pavillions



West Elevation

LETS VISUALIZE THE DESIGN



East Elevation



Interior Space



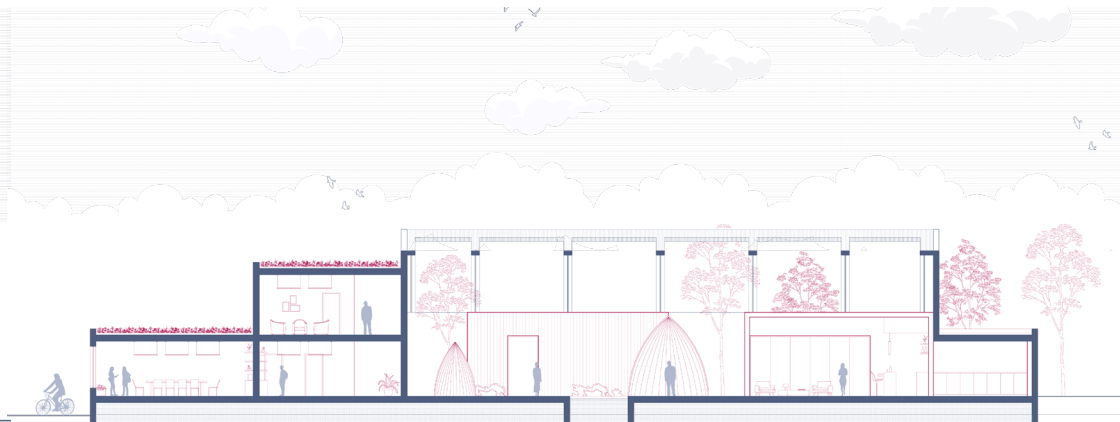
Cowoking space visualisation



Cafeteria visualisation



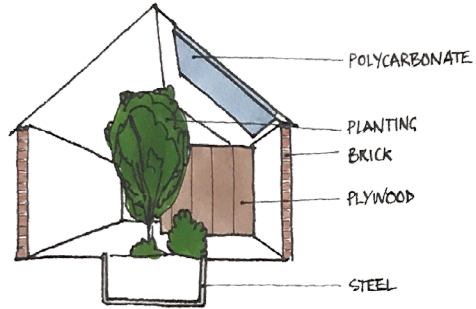
North Elevation



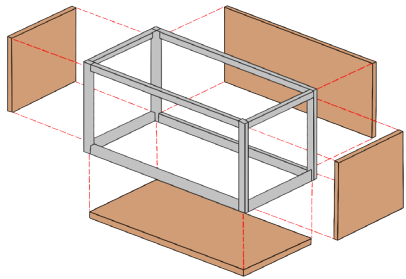
Trasversal Section

MATERIAL EXPLORATION

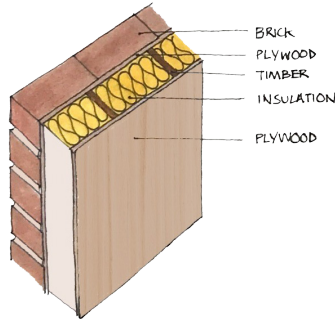
The choice of materials for the building is mainly driven by sustainability. The timber emphasises the natural feeling of the spaces and the polycarbonate enables natural light to enter the space without altering the structure.



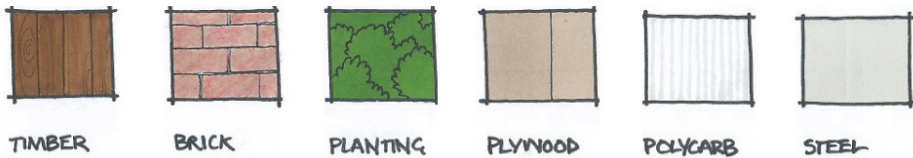
Application of materials



Prefabricated timber panels



Construction exploration



Material Exploration



South Elevation

MAKING MARPLE MORE SUSTAINABLE



Sambucus Nigra
"Black lace"



Heuchera Vilosa
"palace purple"



Sedum "purple emperor"



Hakonechloa macra



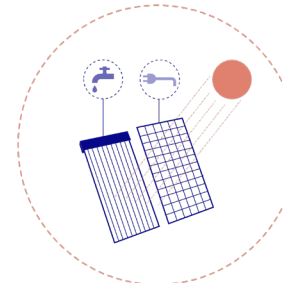
Hosta 'krossa regal'



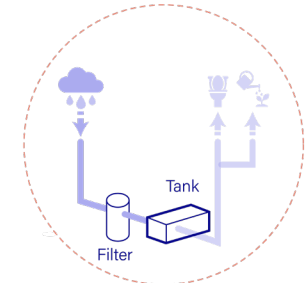
Betula Utilis
"jacqmontii"

Vegetation

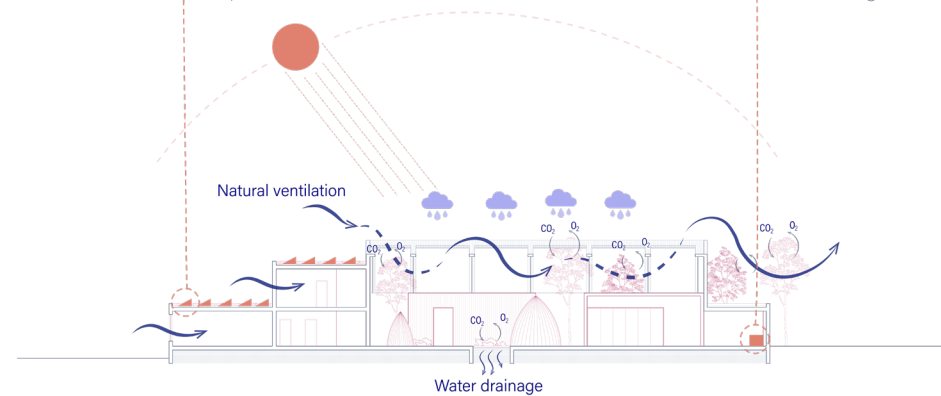
In the project concept, vegetation is a real architectural material that shapes the space. Therefore, resistant species have been chosen, which need little maintenance and are suitable for indoor and outdoor growth. Furthermore, these appear to be peculiar in their colouring and fragrance.



Solar thermal and PV panels



Rainwater harvesting



Sustainability Section

ABOUT

Each year the MSALIVE programme unites Masters Architecture year 1 students with those in BA year 1 and year 2 and Masters Landscape Architecture 1 in mixed-year teams to undertake live projects with external partners to create social impact.

LIVE PROJECTS

All MSALIVE projects are live. A live project is where an educational organisation and an external partner develop a brief, timescale, and outcome for their mutual benefit.

SOCIAL IMPACT

All MSA LIVE projects have social impact. Social impact is the effect an organization's actions have on the well-being of a community. Our agendas are set by our external collaborators.

EXTERNAL

PARTNERS

MSALIVE projects work with many organisations: charities, community groups, social enterprises, community interest companies, researchers, practitioners and educators.

STUDENT-LED

Our MSA masters students take the lead in the project conception, brief development, delivery and coordination of a small project. Other cohorts joined for an eventful 2 weeks of activities at the end of the academic year.

KNOWLEDGE

TRANSFER

Working in teams within and across year groups and courses; MSA students participate in peer to peer learning. In addition, collaborators, participants and students engage in the transfer of tangible and intellectual property, expertise, learning and skills.

LARGE SCALE

This year approximately 650 students from 4 cohorts in MSA have worked on 42 projects with partners.

QUESTIONS

For questions about MSA LIVE please contact the MSALIVE team: msalive@mmu.ac.uk

BLOG

live.msa.ac.uk/2023

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